

2. HOW TO TELL IN CORRECT BLDG.

1. CHARACTERISTICS
2. ARCHITECTURE
3. SETTINGS
4. INHABITANTS. * DOMINANT FOREIGNERS
5. KNOWN MEMS ON INSIDE TO VERIFY

2A HOW TO STEER TO CORR BLDG IF LAND OFF TGT.

3. LOOKING FOR RESTRICTED/ CONTROL AREAS IN BLDG. [ARE IMPORANT AREAS]

Approach

- PERCEP TGT
- w/in ^{any} DIVISION WHICH ARE PERCLAP.
- ACTY in AREAS STARTING FM

SGII

DISCUSSED [REDACTED] (V/BRIEFLY) AFTER HE SHOWED UP ON WED 15 SEP LATE FOR SESSION. THIS IS APPROACH FOR FUTURE (FRI) SESSION.